



PlayStation

PAL



PlayStation™

Precautions

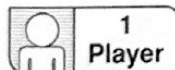
- This disc contains software for the PlayStation™ home video game console. Never use this disc on any other machine, as it could damage it.
- This disc conforms to PlayStation™ specifications for the European market only. It cannot be used on foreign specification versions of PlayStation™.
- Read the PlayStation™ Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation™, always place it label side up.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

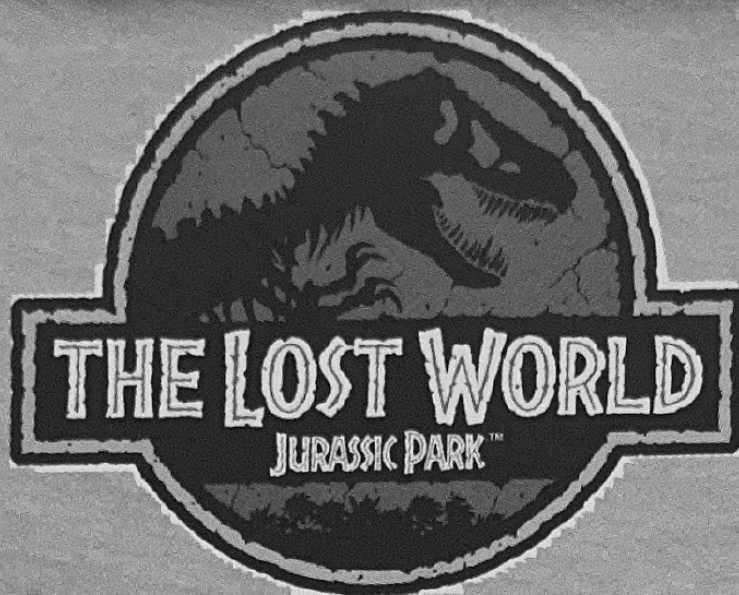
For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.

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WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

**PLEASE READ BEFORE USING THIS GAME OR ALLOWING
YOUR CHILDREN TO USE IT.**

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

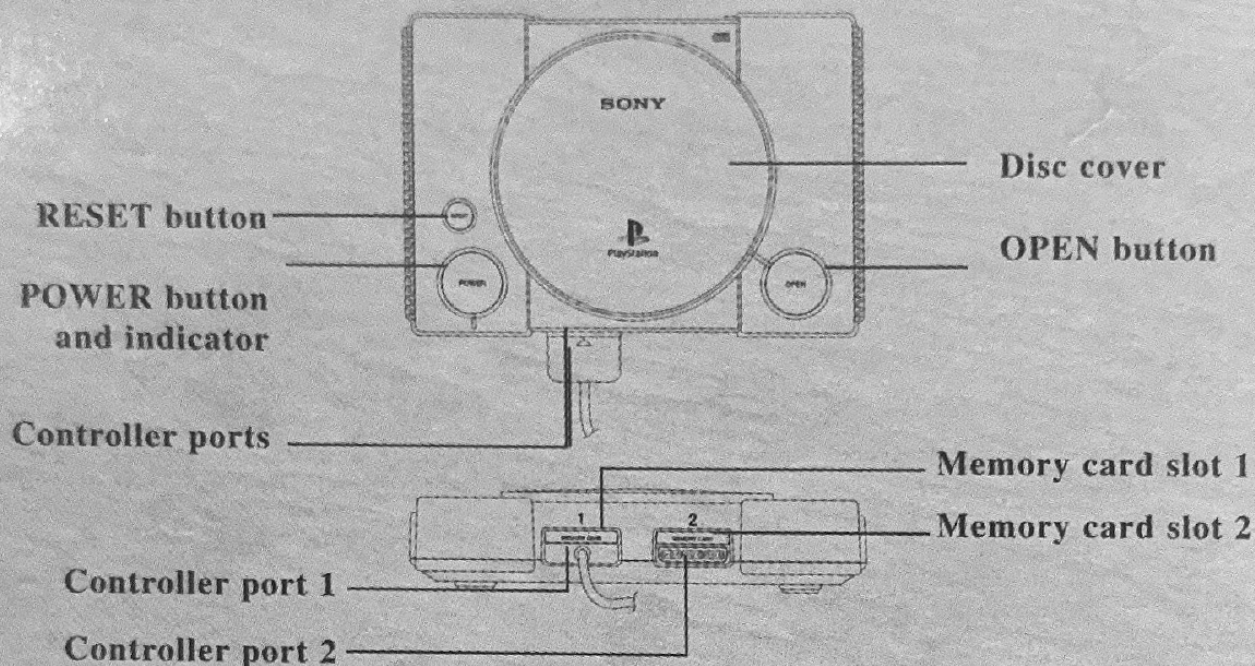
PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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STARTING THE GAME

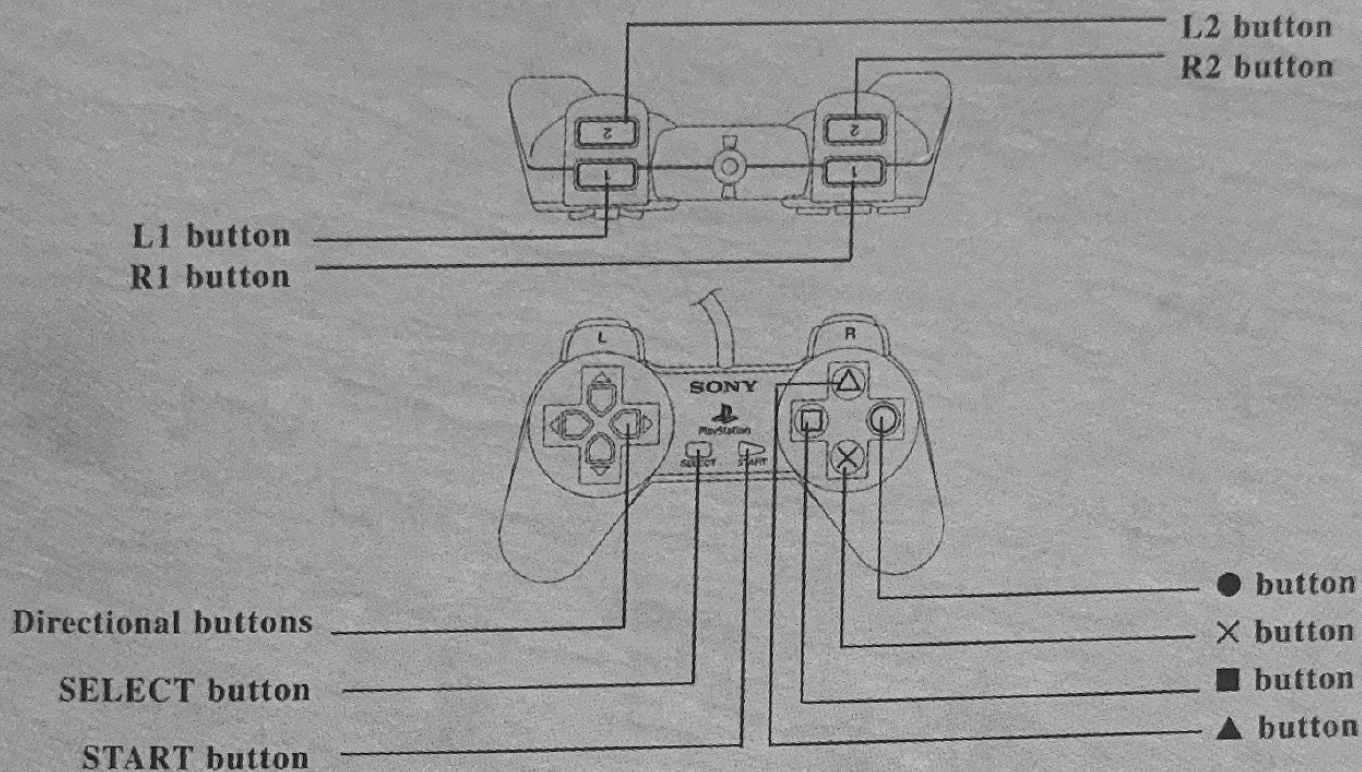


1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.
2. Insert the *The Lost World: Jurassic Park*™ disc and close the Disc cover.
3. Insert a game controller into Controller port 1 and turn on the PlayStation™ game console. The Language Selection screen appears.
 - To select a language, Directional button **UP/DOWN** to the box representing the language you want and press the **X** button. The introduction sequence begins.
 - To skip the introduction sequence and title screens, press the **X** button. The Main menu appears. See *Main Menu* (p. 8).

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

Make sure there are enough free blocks on your Memory card before commencing play.

CONTROL SUMMARY



MENU CONTROLS

Action

Highlight option

Cycle/toggle highlighted option

Select highlighted option

Control

Directional button **UP/DOWN**

Directional button **LEFT/RIGHT**

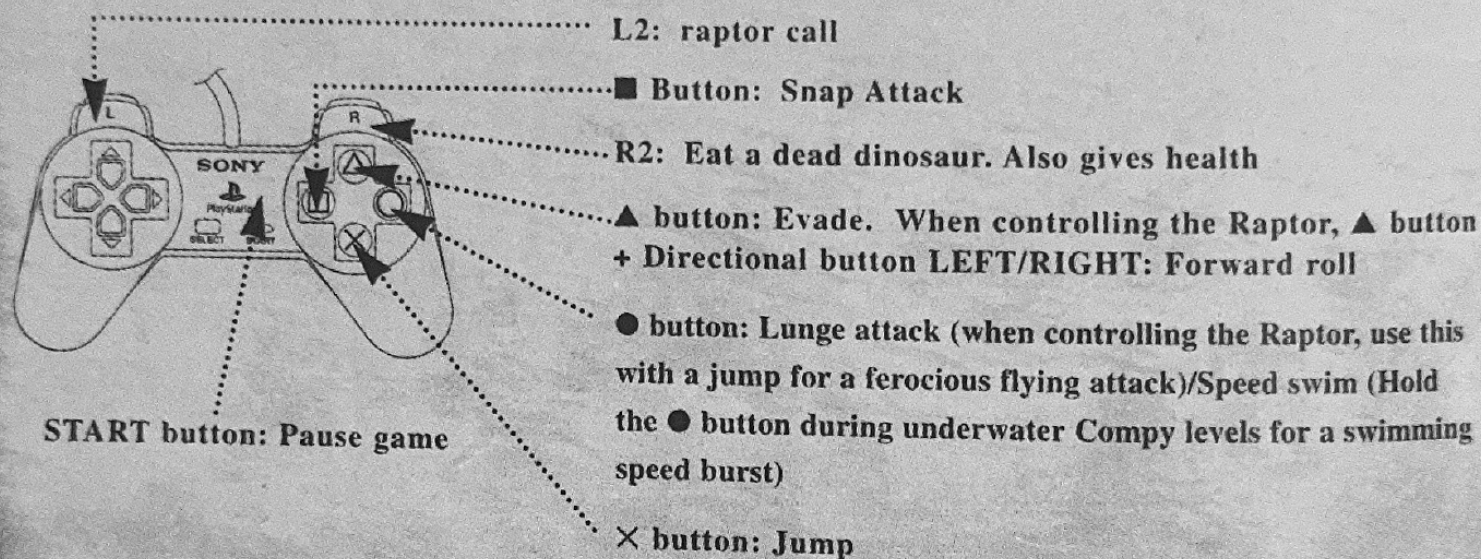
The **X** button

GAMEPLAY CONTROLS

A note on alternate paths:

- In each level there are different ways to get to the end or areas accessible only through alternate paths.
- To take any forward branching alternate paths while moving forward, hold the **R1** button.
- To take any back-branching alternate paths, hold the **R1** button while running toward the beginning of the level.

COMPY/RAPTOR

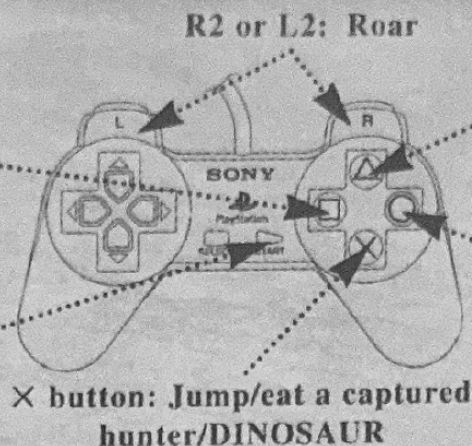


To quit the game: press the **START** button to pause the game, then press the **SELECT** button. The Main menu appears.

TYRANNOSAURUS

■ button: Lunge attack/toss a captured hunter/DINOSAUR (Directional button UP at the same time)

START button: Pause game



▲ button: Ram objects (Direction button in the direction of the obstruction)/slam a captured hunter/DINOSAUR

● button: Snap attack/toss a captured hunter/DINOSAUR

× button: Jump/eat a captured hunter/DINOSAUR

To quit the game: Press the **START** button to pause the game, then press the **SELECT** button.

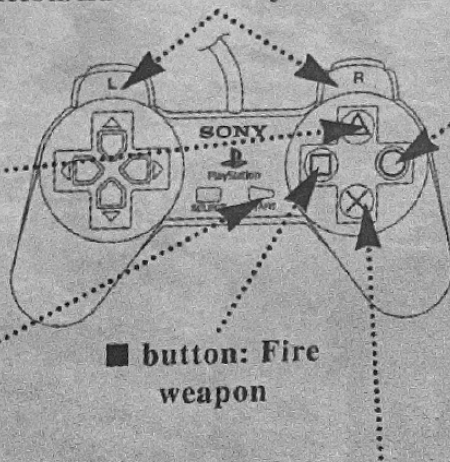
HUMAN

Note: During the first two Human prey levels, the T-Rex cannot be killed.

R2 button/L2 button: Cycle through weapons

▲ button: Evade. When controlling the Raptor, ▲ button + Directional button LEFT/RIGHT: Forward roll

START button: Pause game



● button: Jump and Fire Piton. The piton attaches to any overhanging structure within range. To hold on to the piton, hold the ● button

◆ To raise/lower yourself while hanging on the piton, Directional button UP/DOWN
◆ To swing back and forth while the piton is attached, Directional button LEFT/RIGHT

× button: Jump

To quit the game: Press the **START** button to pause the game, then press the **SELECT** button. The Main menu appears.

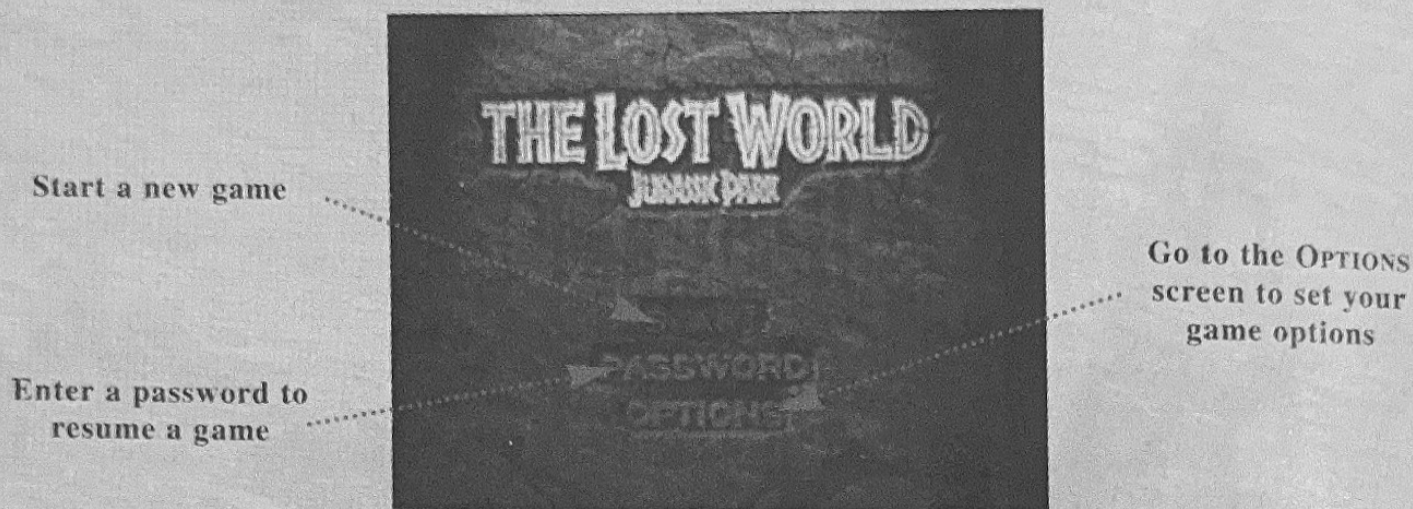
GETTING STARTED

INTRODUCTION

Welcome to predators' paradise. Here, 120 million years of predatory evolution converge in a single moment in time. Isolated on a remote island, modern man comes face to face with dozens of species of genetically engineered dinosaurs. Now it is survival of the fittest. Deadly predators from opposite ends of the Earth's history find themselves locked in an epic struggle.

In *The Lost World: Jurassic Park*, you control three different species of dinosaur characters and two human characters in turn through different parts of the island. If your survival skills are good enough to make it through a section of the island, you control the next character. The goal is to work your way through the island, controlling different predators until only one remains. Hunt or be hunted.

MAIN MENU



- To cycle through menu options, Directional button **UP/DOWN**
- To select the highlighted option, press the **X** button

GAME SCREEN

Health bar

DNA Key



Instinct indicator -
Weak instincts are
indicated by green,
strong instincts turn the
meter red. Increase
your instincts by eating
your competition. The
better your instincts,
the less damage you
take and the more
damage you inflict
during fights

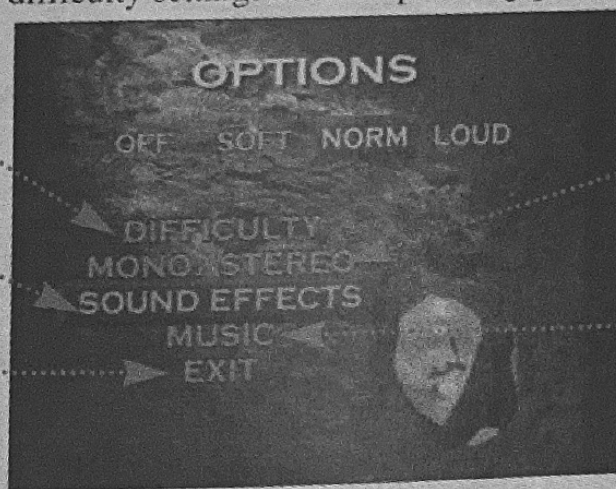
OPTIONS

Adjust all of your sound and difficulty settings for the upcoming game.

Choose difficulty
settings

Cycle sound
effects volume

Return to the
MAIN MENU



Toggle
MONO/STEREO

Cycle music volume

- To cycle through options, Directional button UP/DOWN. To cycle/toggle settings for the highlighted option, Directional button LEFT/RIGHT.
- To return to the MAIN MENU, highlight EXIT and press the X button

PASSWORD

Passwords allow you to continue a game. After successful completion of a section (each section contains several levels), the LEVEL SUMMARY screen appears. When you continue, a password is displayed. Write down your Password to continue the game from this point.

To return to the game from the Password Display screen, press the X button.

To continue a game using a password:

1. Go to the Password screen from the Main menu.

DNA password
diagram



- To return to the Main menu without saving changes, press the **SELECT** button
- 2. Press the symbol (■ button, ▲ button, ● button, or X button) that corresponds to the first slot in your password. Your symbol appears in the slot, and the cycling highlight moves to the next slot.
- 3. Continue adding symbols until the DNA password diagram is completely filled in. If your password is valid, your game begins. If your password is invalid, the Main menu appears
- To move back one slot in the DNA strand, Directional- button UP

WEAPONS AND POWERUPS

ALL CHARACTERS



1-Up

Awards an additional life.



DNA Key

Collect every DNA key (one per level) with a player character to automatically decode and play the gallery of images for that character at the end of the section. If you miss a single key, you are locked out of the gallery for the current character and all of those that follow.

DINOSAUR CHARACTERS



Partial Instinct Boost

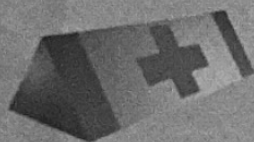
Adds 25% to instinct.



Full Instinct

Restores 100% instinct.

HUMAN CHARACTERS



Partial Health Boost

Adds 25% health.



Full Health

Boosts instinct to 100%.



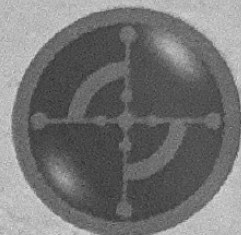
Tranquiliser Darts

Hunter's standard ammunition—veterinary grade tranquilizers, unlimited ammo



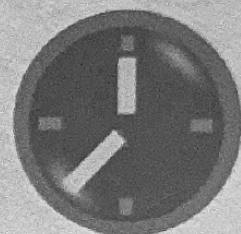
Rapid Fire Tracer Ammo

Quick-firing phosphate coated bullets.



Time-Delay Grenade

Self propelled explosive with a short automatic timer.



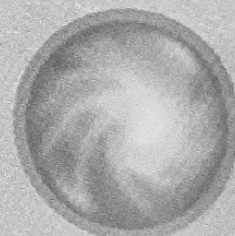
Nerve Gas

Creates a fast acting toxic cloud of deadly BMD-2 gas.



Rocket Propelled Grenade

Extremely powerful, high-velocity incendiary ammunition.





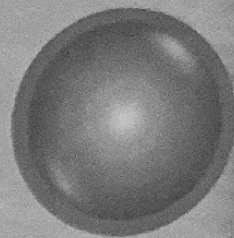
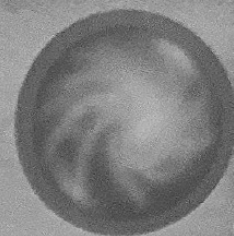
Flame-thrower Fuel

Provides a steady stream of fiery napalm.



Emergency Rescue Flare

Brightly burning flares useful for distracting large bipedal carnivores.



English

PROFILES

PLAYER CHARACTERS

T-Rex

Dubbed the "king of the dinosaurs," T. Rex lived 65 million years ago and ranged across western North America. T. Rex was among the largest and most powerful land carnivores that ever lived and is perhaps the most well known dinosaur of all. Its diet consisted largely of duckbills and horned dinosaurs, and T. Rex bite marks have even been found on the face of another T. Rex

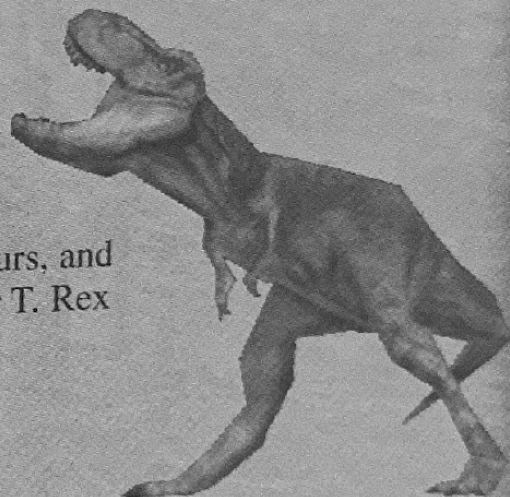
Name: Ruler Lizard

Size: 40 Feet long, 7 tons

Period: 65-68 million years ago, late Cretaceous

Location: Montana, Wyoming, Colorado, New Mexico, South Dakota, Western Canada and possibly China

Diet: Meat.



Velociraptor

Velociraptor was swift, smart, and well equipped with sharp teeth, large eyes, and long clawed fingers and toes. Although no larger than a modern wolf, it was armed with a terrifying, sickle-like claw on the second toe of its hind foot. It used these large hand and toe claws to slash victims, and it may have hunted in packs.

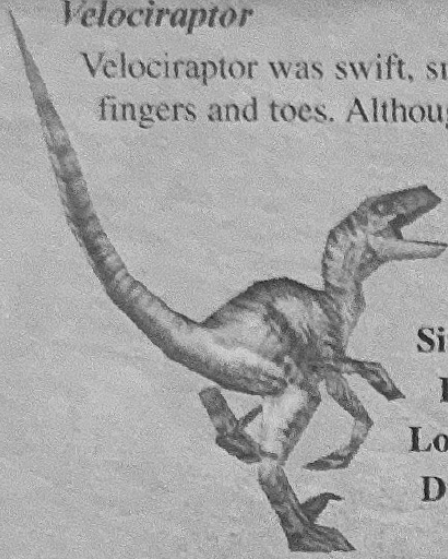
Name: Swift Robber

Size: 6 Feet long

Period: 80-85 million years ago, late Cretaceous

Location: Mongolia, China, possibly Russia

Diet: Meat



Compsognathus (Compy)

Among the smallest of all known dinosaurs, this meat-eater was thought to be only as large as a chicken when its fossil was first discovered nearly a century ago in Germany. That was a juvenile, but *Compsognathus* grew no bigger than a turkey as an adult. With its light and powerful anatomy, *Compsognathus* must have been a fast-running predator that fed on insects and possibly small vertebrates.

Name: Elegant Jaw

Size: 40 inches long, weight 6-8 pounds

Period: 145-156 million years ago, late Jurassic

Location: Bavaria, Germany, France

Diet: Small vertebrates and insects



Homo Sapien

Possibly the first major evolutionary division between homo sapiens and our nearest relatives, the great apes, was two-legged walking or Bipedalism. The development of this means of locomotion led to other skeletal changes and is seen as the defining characteristic of the species. Further evolution led to stereoscopic vision and a high brain size to body ratio that enhanced Homo Sapiens' singular ability to adapt to changing environments.

Name: Human Hunter

Size: 6.4 feet, weight approximately 210 pounds

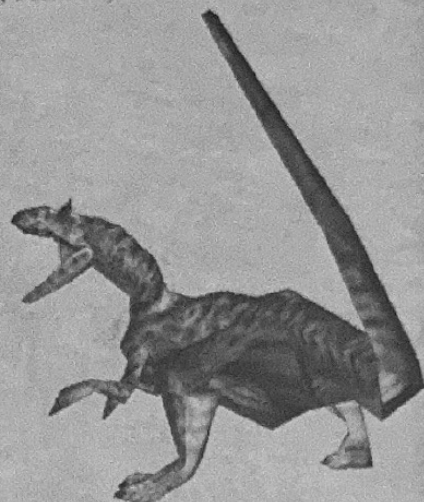
Period: 35,000 years ago to present

Location: North America, South America, Europe, Asia, Africa, Australia

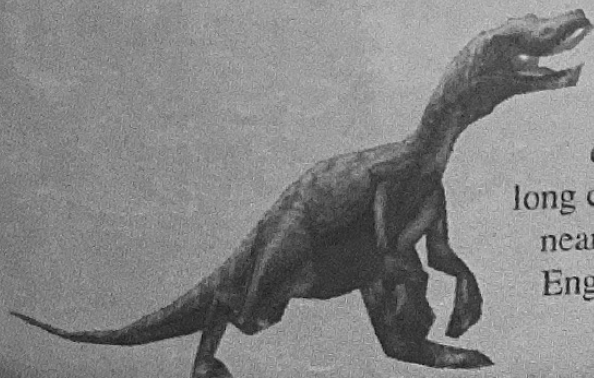
Diet: Omnivore

NON-PLAYER CHARACTERS***Allosaurus (AL-uh-SAW-rus)***

The best-known large carnivore of the Late Jurassic period, Allosaurus was a powerful flesh-eater brandishing more than seventy 3-inch-long teeth. Hinged jaws and a movable joint in the skull allowed it to wolf down enormous hunks of meat. Allosaurus was 30-40 feet long and lived in North America 156-145 million years ago.

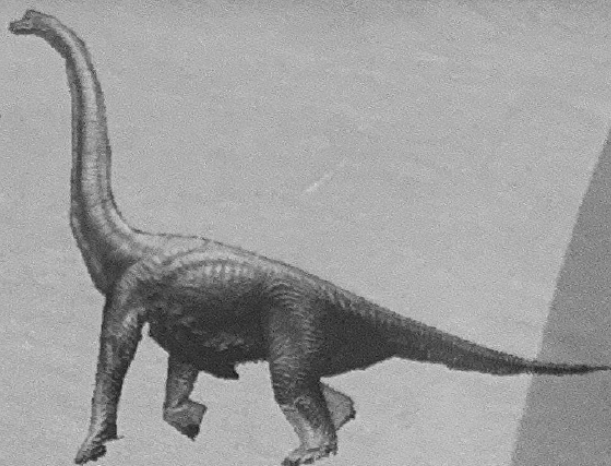
***Baryonyx (BAYR-ee-ON-icks)***

Nicknamed "claws," Baryonyx was an unusual, large meat-eater. Perhaps its most distinctive characteristics were its long crocodile-like snout with many teeth and its enormous talons, nearly one foot long. Baryonyx was 30 feet long and lived in England 125 million years ago.



Brachiosaurus (BRACK-ee-uh-SAW-rus)

The giraffe-like Brachiosaurus, standing up to 52 feet high, is one of the best known of all the giant sauropod browsers. Specimens found in Colorado and Tanzania tell us that Brachiosaurus was 82 feet long and lived on a diet of plants during the Late Jurassic period 156–145 million years ago.

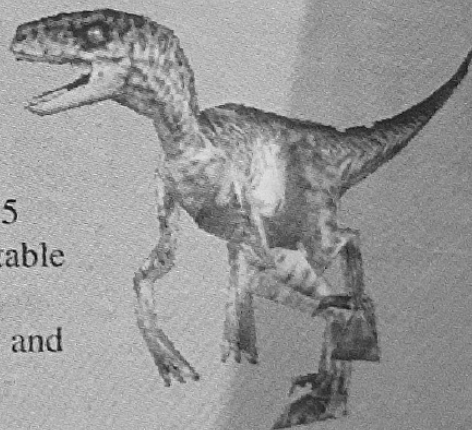


Carnotaurus (KAHR-nuh-TOR-us)

This bizarre-looking meat-eater had quite a large skull with a deep, narrow snout and a pair of prominent horns above the eyes. It also had remarkably stubby forelimbs and made use of stereoscopic vision. Carnotaurus was 25 feet long and lived in Patagonia and Argentina during the middle to late Cretaceous, 113–91 million years ago.

Deinonychus (dye-NON-i-kus)

Deinonychus was a relatively small meat-eater, perhaps weighing less than 200 pounds. Its name, “terrible claw,” refers to a deadly, 5 inch, sickle-shaped claw on the second toe. The claws were retractable and perfectly designed for seizing and killing prey at high speeds. Deinonychus was 10 feet long, 3.5 feet high and lived in Montana and Wyoming 113–93 million years ago.



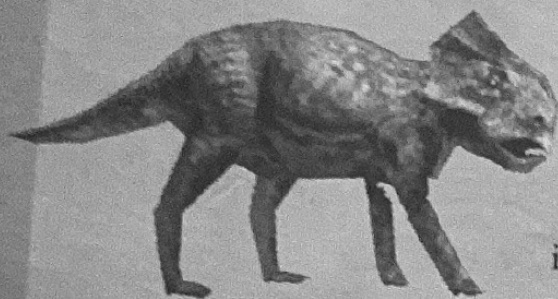
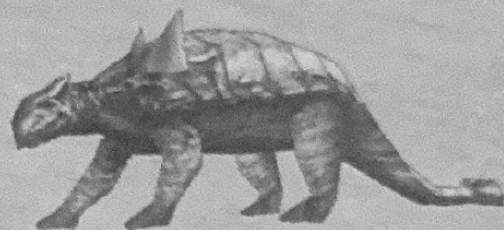


Dimorphodon (DIE-more-fo-don)

This flying reptile, or pterosaur, had a long tail and an unusually large head. Paleontologists argue whether this pterosaur ever spent much time in the air. It may have been better suited for waddling along the ground or for clinging like a bat to cliff tops and branches. Dimorphodon had a wing-span of 4 feet and lived in England 200–145 million years ago.

Euoplocephalus (YOO-oh-pluh-SEF-uh-lus)

The best-known of all the armored dinosaurs, Euoplocephalus is covered from head to tail with bony plates. Its most distinctive feature, a tail club made of four fused bony growths, was possibly used as a weapon. Euoplocephalus was 17 feet long and 6 feet wide, fed on soft vegetation, and lived in Alberta 76–70 million years ago.



Leptoceratops (LEP-tuh-SER-uh-tops)

Leptoceratops, a small horned dinosaur, is the most primitive known protoceratopsid, yet its remains date from near the close of dinosaur time. It seems to be an ancestor that coexisted with its descendants. Leptoceratops was 72 inches long and 29 inches high, and it fed on plants 68–65 million years ago.

Orodromeus (OR-uh-DROH-mee-us)

Orodromeus, or “mountain runner,” was among the fastest of all hypsophodontids. It was a primitive plant-eater that walked on its hind legs. Orodromeus was about 1 foot long and ate plants and insects 77–73 million years ago.



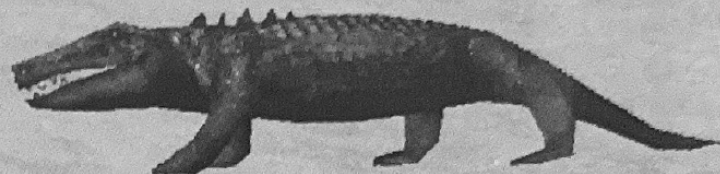


Pachycephalosaurus (PACK-I-SEF-uh-luh-SAW-rus)

Pachycephalosaurus was the largest and most advanced of the bone-heads, or pachycephalosaurs. The bony spikes on its snout may have been used for digging, and its thick skull may have been used in head-butting contests between rival males. "Thick head lizard" was 15 feet long, and lived in North America 68–65 million years ago.

Parasuchus (PARA-sook-us)

This ancient reptile prowled fresh-water swamps at the same time as the earliest dinosaurs. Shaped like primitive crocodiles, this reptilian meat-eater was a larger hunter than many of the carnivorous dinosaurs of the time. Parasuchus was 12 feet long and lived in North America 220–200 million years ago.



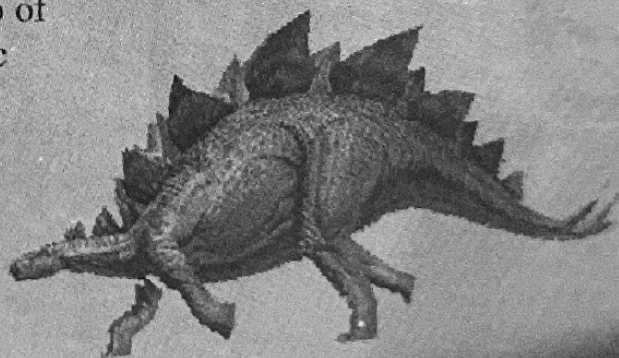
Staurikosaurus (STAW-ri-kuh-SAW-rus)

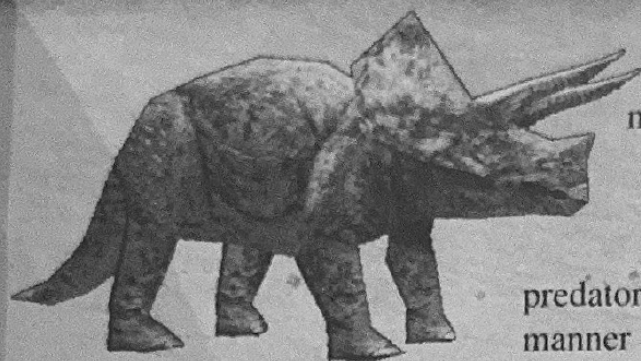
This very primitive carnivore was one of the earliest of all dinosaurs. It ran on two legs, and its size and build suggest that it was a swift runner. Staurikosaurus was about 5 feet long and lived in Brazil and Argentina 231–225 million years ago.



Stegosaurus (STEG-uh-SAW-rus)

The stegosaurid dinosaurs were a nearly worldwide group of plated, spiked plant-eaters that thrived in the Late Jurassic Period and beyond. All of these were four-legged, small-headed, and heavy-limbed, but the Stegosaurus had the identifiable features of an array of thin, vertically-oriented plates along its back and four tall spines at the end of its tail. Stegosaurus was 25 feet long and lived in North America 156–145 million years ago.





Triceratops (trye-SER-uh-tops)

The three-horned plant-eater Triceratops is the largest, most common, and best known of the horned dinosaurs. The brow horns could have been as long as 3 feet and were backed up by an enormous frill that measured 7 feet wide. Using its bulk and horns, it may have charged predators like its contemporary, Tyrannosaurus, in the same manner as an enraged rhinoceros. Triceratops was 25 feet long and lived in North America and Canada 68–65 million years ago.

English

CREDITS

DREAMWORKS INTERACTIVE

Producer

Associate Producer

Assistant Producer

Technical Project Lead

Engineers

Lead Textures, 2D Backgrounds and Visual Development

3D Backgrounds

Designers

Lead Animator

Animators

Lead Quality Assurance

Quality Assurance Testers

Visual Development

End Video Sequence

Additional Video Sequence

Music Composer and Orchestrator

Conductor and Additional Orchestration

Patrick Gilmore

Peter Hirschmann

Steve Townsend

Matt Brown

Matt From, Wayne Shea, Tom McDevitt, Mike Heilemann

Matt Hall

Dmitri Ellingson, Micah Linton, Dave Thompson

Parker Davis, Justin Norr, Randy Oyler

Corey Comstock

Tim Goodwin, Scott Hyman, Sunil Thankamushy, Derek Nansen, Ken Anglionto

Damon M. Tripodi

Lynn Henson, Greg Hillegas, Patrick McComb, Caleb the bulletproof monkey, Laurence Monji, Mike Morgan, Jon Palevsky

Miles Teves, Philip Felix, Catherine Yuh

BLUR Studios

George Chang

Michael Giacchino

Tim Simonec

Score Copyist
Score Preparation
Orchestra Contractor
Recording Engineer
Assistant Recording Engineer
Concert Master
Final Music Mix
Music Mixer
Score Performed by
Creature Voices and Sound Effects
Sound Design
Voice Actors

Marketing Lead
Marketing Coordinator
Ian Malcolm filmed on location at Site B
Director

Crew
PAL Engineer
DWI Localization

The Team Would Like to Thank:

Special Thanks To:

Greg Nestor
Billy Martin
Xtreme New Media Studios
Steve Smith
Steve Culp
Simon James
Media Ventures
Slamm Andrews
The Northwest Sinfonia
Wally Burr Recording
Bryan Franklin, Eric Kraber, Jack Grillo
Dee Bradley Baker, Steven Jay Blum, Ed Wasser, Wally Wingert, Barbra Isenberg,
and Andrew Green as "Moon Boy"
Jefferey L. Nuzzi
Amy Bennett
Marc Fusco
Jeff Czengros, Rick Peddelton, Matt Stell, Mark Burdon
John Philip Britt
Kathleen Cohen, Wesley Yanagi
Steven Spielberg, Jeffrey Katzenberg, David Geffen, Colin Wilson,
Jerry Molen, Jeff Goldblum, Julianne Moore, Jerry Schmitz, Stan Winston,
Rick Carter, David Lowery, Diana Tinkley, Leslie Barnett, Mark Kurtz,
Barbra Ritchie, Stiles White, Don Levy, Keith Addis, Tucker Carney,
Andrea McCall, Cris Clarke, Keri Wilson, Christine Johnson, Glenn Entis,
Patty Stonesifer, Tom Boyd, John Batter, Richard Lapin, Leslie Ward,
Irene Cho, Monica Singh, Steve Arnold, Joe Aguilar, Paul Howard, Max Spielberg,
Jeff Freiling, Tina Kowalewski, Steve Hutchins, Jason Friedman, Lyle Hall,
Noah Hughes, Valerie Lettera, Brad Globe, Nancy Cushing-Jones,
Craig Relyea, Steve Booth, The Lost World PC Team, and the rest of our DWI family
"Dino Don" Lessem, dinosaur editor of Highlights Magazine and
author of the Dinosaur Society Dinosaur Encyclopedia and many other books
and advisor to Jurassic Park

ELECTRONIC ARTS

Executive Producer

Assistant Producer

Technical Director

Project Director, Int'l Product Dev.

Product Marketing

Video Specialist

Computer Graphic Artists

Documentation

Package Art Direction

Package Design

Quality Assurance Testers

Quality Assurance

Special Thanks to

Electronic Arts - Europe

European Product Manager:

European Documentation:

Graphic Designer & European Documentation Layout:

Quality Assurance:

Materials Planner:

Localisation Managers:

Localisation:

Richard Hilleman

Caroline Petrook

Tom Boyd

Atsuko Matsumoto

Mike Quigley, Jeff Nuzzi, Emily Kenner

Eric Kornblum

Catherine Benante, Roseann Mitchell

Jason Armatta

Nancy Waisanen

Corey Higgins

Fred Dieckmann, Jeff Chang, Sean Madden, Lombert Doria

Big John Hanley

Billy Delii-Gatti

Sean Ratcliffe

James Lenoël

Anita K. Legg

James Deverill

Kevin Smith

Petrina Wallace, Carol Aggett, Trude Olen

CBG Konsult, Bettina Klos, Nathalie Duret, Julio Valladares, Ricardo Martínez,
GianMaria Battistini, Ben Sprecht

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